

CHAMBERS OF Shaolin



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INSTRUCTIONS FOR PLAY

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Description of the Game

Hang Foy Qua, the hero of this story finally reached the monastery of Shao-Lin after a long and exhausting way and was accepted as a novice. He has to conquer the Chambers of Shao-Lin. Each of these chambers will help to unite body and mind in harmony. We will assist Hang Foy Qua on his troublesome way to become a master. Therefore we will pass six selected chambers to help him. Hang Foy Qua, aware of the big responsibility for his people and his sister, will try to pass the examinations with the best results he is able to get. The better these results are the easier his fight against his enemies will be.



SI-ZHI-BAN

Test of the Stick

In this chamber Hang Foy Qua's concentration will be improved and sharpened by constant training.

The master attacks him with a Bo (a long stick). He may strike to the head, the body or the legs. Because it will only be obvious at the last moment where the master strikes the Bo, Hang Foy Qua has to concentrate to react quickly enough to avoid the blows.

Joystick-Control



Joystick up
Jump



Joystick down
Duck



Joystick left/right
Go forward/backward



SI-ZHI-ROU-LUANG

Test of Agility

In this chamber his reaction will be tested and also the control of the Flic-Flac, a very quick evasive movement. Here Hang Foy Qua needs to escape several objects which move in different trajectories. Each collision with one of these objects costs him some of his power. Only by touching the "Yin & Yang" sign will he increase his power. If Hang Foy Qua wishes to use the Flic-Flac in a fight, he has to pass this test.

Joystick-Control



Joystick up
Flic-Flac



Joystick left/right
Go left/right



Press fire
Turn around



Fire-button+joystick up
Jump



Fire-button+joystick down
Duck



SI-ZHI-JUNG-SI

Test of Balance

In this chamber the take-off power will be trained. Hang Foy Qua has to jump to and fro between four rising and sinking poles. By following the signal you must successfully land on ten poles in as little time as possible. If Hang Foy Qua tumbles into the water he must go back to the beginning and try again.

Joystick-Control



The jump from the veranda to the first pole happens automatically after moving the joystick to the right.



Joystick left/right
Turn left/right



Press fire
Jump



SI-ZHI-KUAI

Test of Speed

In this chamber a specific kick will be taught. Hang Foy Qua's objective is to hit and release a mechanism fixed at the highest reachable point thus enabling him to keep his feet dry. This can only be achieved by repeatedly kicking a ball and making it swing. He not only has to look out for the constantly rising waterlevel but also for the crushing ball swinging down from a great height.

Joystick-Control



Joystick up/left/right
Turn left/right



Joystick left/right
Go left/right



Joystick down
Duck



Fire-button+Joystick up
Kick



Fire-button+Joystick left/right
Turn around left/right



Fire-button+Joystick down
Duck



SI-ZHI-LI-SI

Test of Strength

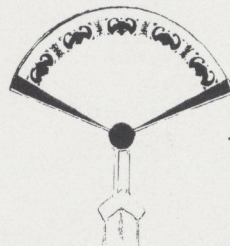
This chamber is designed to improve the power and accuracy of the blow.

During the lesson the number of boards will increase. Hang Foy Qua has to place his hand at the middle of the board to use as little power as possible in the blow itself.

Joystick-Control



First you must position the moving hand in the window as closed to the middle as possible. By pressing the Fire- button the hand will stop. To obtain as much punch as possible, the joystick must be moved quickly from left to right.



SI-ZHI-HOU

Test of Fire

Here Hang Foy Qua has to be trained for the low sweeping kick. Standing on a bridge Hang Foy Qua has to kick burning baskets away which the master throw to him. To stay alive he must avoid the flaming baskets.

Joystick-Control



Joystick up
Flic-Flac



Joystick up/left/right
Turn left/right



Joystick left/right
Go left/right



Joystick down
Low sweeping Kick



Joystick down/left/right
Turn left/right



The Combat Scenario

If you feel fit, you can prove your strength in combat. Choose from the Start menu the option "Fight". After a few seconds you will see the following menu:

Fighter VS Fighter

Combat

Select Sound

Demo Fight

Exit

The selection "Fighter VS Fighter" allows two players to play against each other. Both players will need a stored character to play.

The selection "Combat" allows one player to play against the computer. Again, the player will need a stored character.

With the selection "Select Sound" you choose the sound preference. Here you can choose between background music and combat sounds.

If you select "Demo Fight", you can watch a battle - computer vs computer -. You can abort "Demo Fight" anytime by pressing down the - Space Bar -.

Exit puts you back to the opening menu.

Owners of a Commodore 64, after finishing training, will move directly to the battle scenario.

If you fight against the computer and you have been victorious over four opponents, then it is your job to survive the last test of your abilities.

Usage of the Character-Disk

In order to be trained and fit for combat, you must overcome the tests in the chambers of the Shaolin. After you complete all six of the training-chambers, you will receive an overall score of your achievement. After that, you will have the option to store all of the



achievement-traits on a specially prepared floppy-Disk.

The following menu:

Create Save Disk
Save Character
Exit

In case you don't have a character-Disk yet, you can create your own with the function "Create Save Disk". In order to this, you must have a new floppy-Disk.

After that you can store your training-results with the function "Save Character" on your new floppy-Disk, which can hold up 250 entries!

In order to tell the difference between the training-character you should give them different names, the character-Disk could of course contain various entries with the same name.

You have the possibility to leave the menu with "Exit" without storing your characters. But be careful, the training results are then lost forever.

Joystick-Control on the Fight Screen

To execute all Joystick-Functions and fighting techniques a good training and qualified character is required.



Joystick up
Flie-Flac



Joystick up/left/right
Turn left/right



Joystick right/left
Go right/left



Joystick down
Spagat



Joystick down/right/left
Turn right/left



Press fire
Turn right/left

The following functions are orientated to the view of the player's figure:



Fire-button + Joystick up
Jump + Kick



Fire-button + Joystick up/right
Kick to the head



Fire-button + Joystick up/left
Punch to the head



Fire-button + Joystick right
Kick to the body



Fire-button + Joystick left
Tigerclaw



Fire-button + Joystick down
Low sweeping Kick



Technical Notes for the Atari ST Version

On the lower part of the screen on the Atari ST there will be up to 56 more lines shown than normally possible. However, there are monitors available which are unable to display this extra area. Therefore graphics in this lower area are not vital to the operation of the game.

Loading Instructions

Atari ST

Insert disk A into disk drive A and turn on the computer. On request put the appropriate disk into disk drive A.

C 64 DISK

Insert the disk into the disk drive and type LOAD":*",8,1 and press Return. The program will start automatically.

Amiga

Start the computer. When the "workbench" screen appears, insert the disk into disk drive df0. The program will start automatically.

C64 Cassette

Shift/Run/Stop

Credits

68000 - Programming

Graphic

Soundtrack

Gamedesign

C-64 - Programming

Additional Graphics

Compressing Routines

Copy - Protection

Layout Users Guide

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